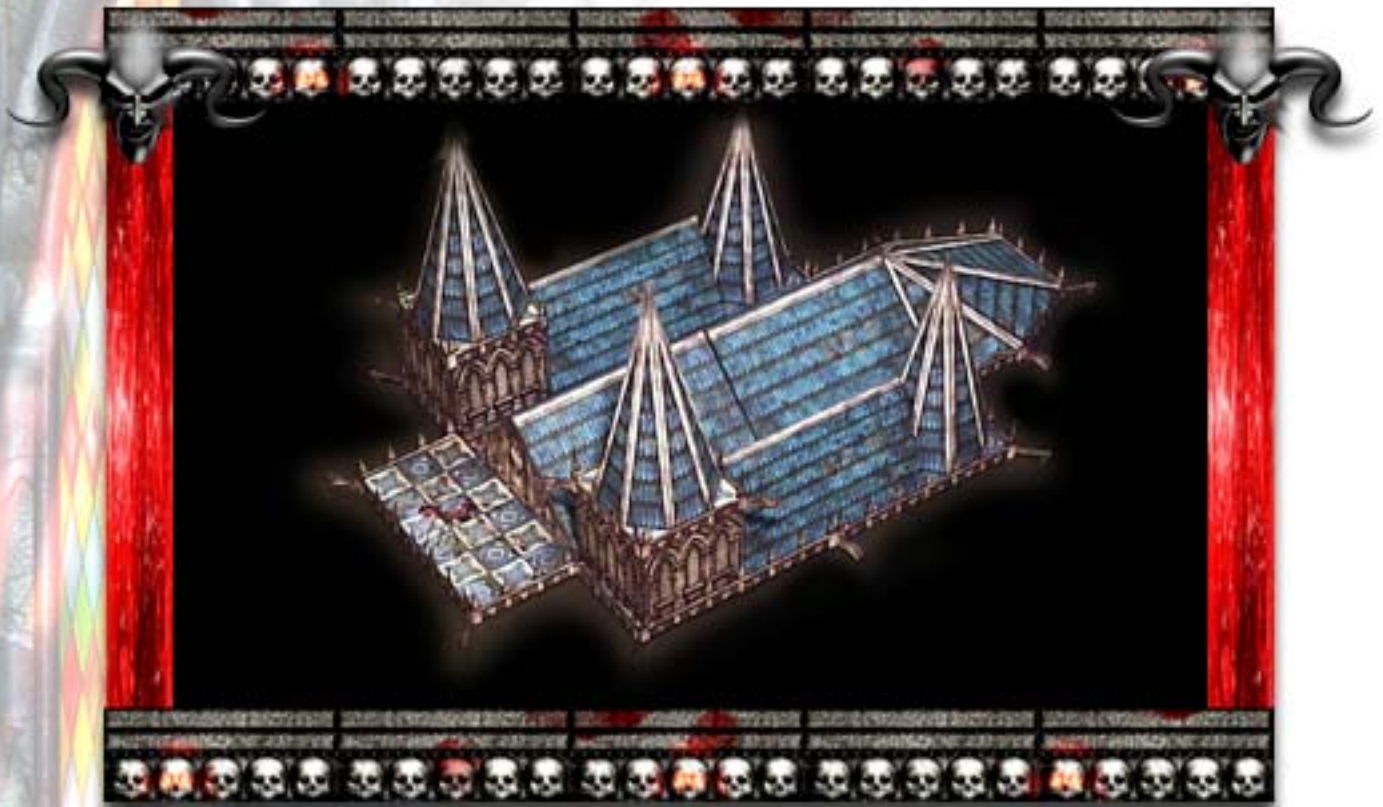


HELLWORKS II

CATHEDRAL NOCTIS

PART 3

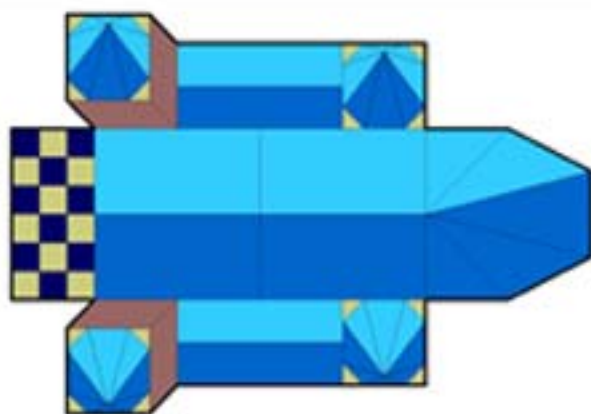
ROOFING



Often the most impressive part of a cathedral is it's roof.

Jutting spikes enclose sloped roofs, towering spires scrape the sky and a dour cacophony resounds from within the bellfries, all under the sneering gaze of hideous gargoyles. You know... fun stuff!



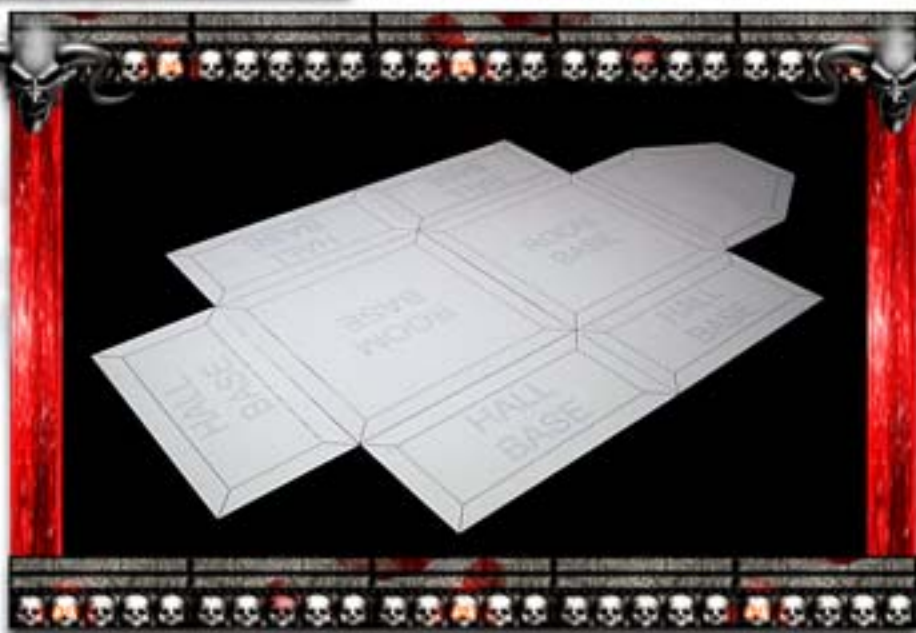


Once again, you'll need to revisit your plan and work out what exactly you want in terms of a roof structure.

In this case it's a little bit of everything!

The first step is to lay out the base of the roof. This process is similar to the one used for basing (see PART 1- Basing) except it uses specific roof templates.

These templates should be glued to foamcore and the excess carefully removed when dry.



EXCESS WHITE SPACE REMOVED

Next we'll assemble the perimeter spikes. Apply glue to the spikes and fold them over, taking care NOT to glue together the base tab and the roof lip.

Once dry, carefully remove the excess white space and edge the spikes.

Learn all about edging and other pro-tips in the tutorials section of www.worldworksgames.com





REMOVED

Like the cathedral walls, the roof spikes need to have one of their tabs removed before being joined together.

Note that the end wall section has unique section lengths that won't work anywhere else, so make sure you've got the right ones before you start gluing them together!

Once you've got all your roof spikes ready, glue them around the roof perimeter as shown.

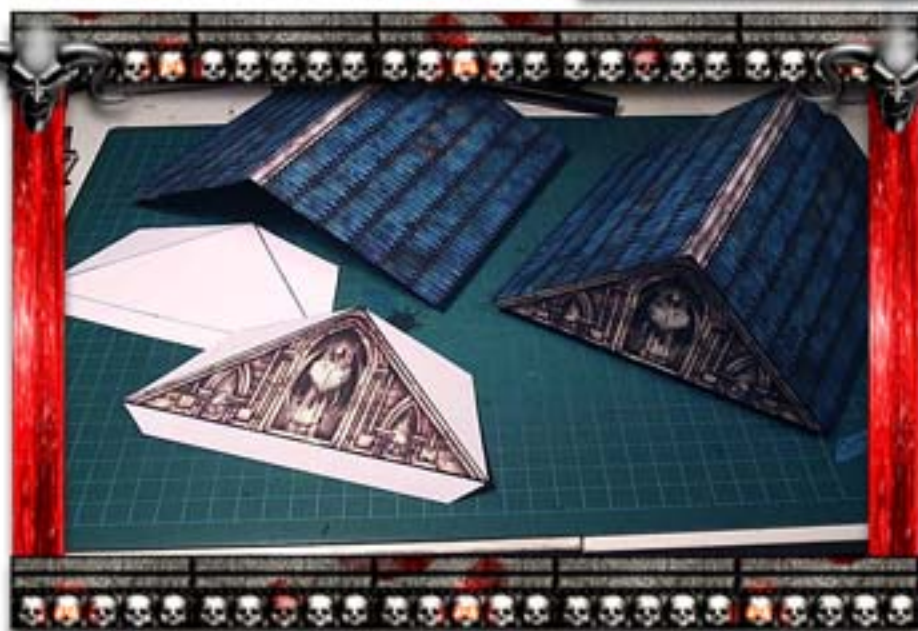
Before proceeding, add some thick, black lines over the borders of the templates and anywhere there is a change in the roof structure to help hide the joins.

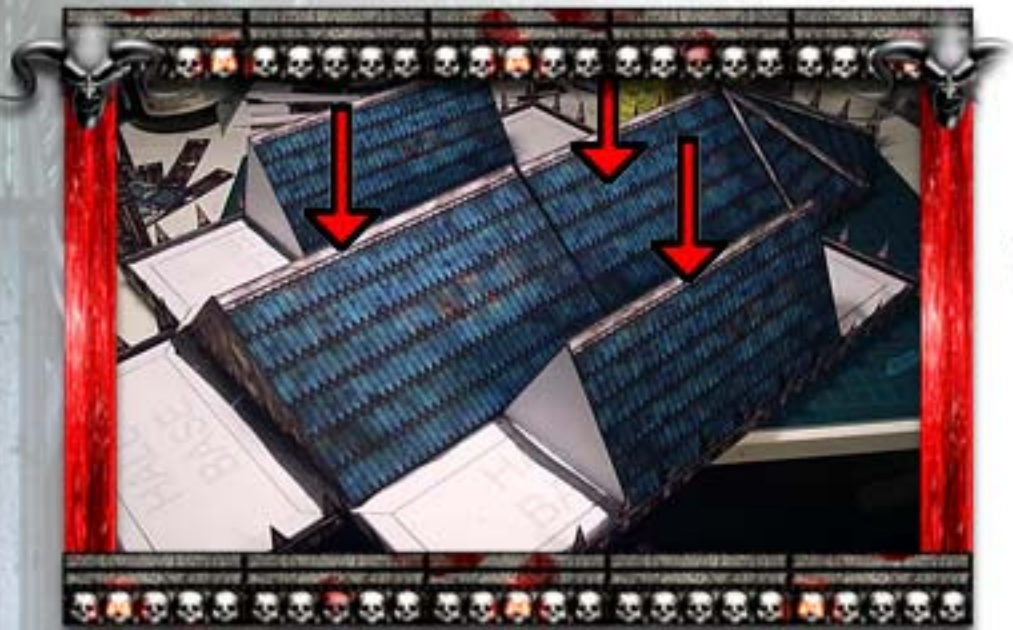


The sloped roofs are very simple to assemble.

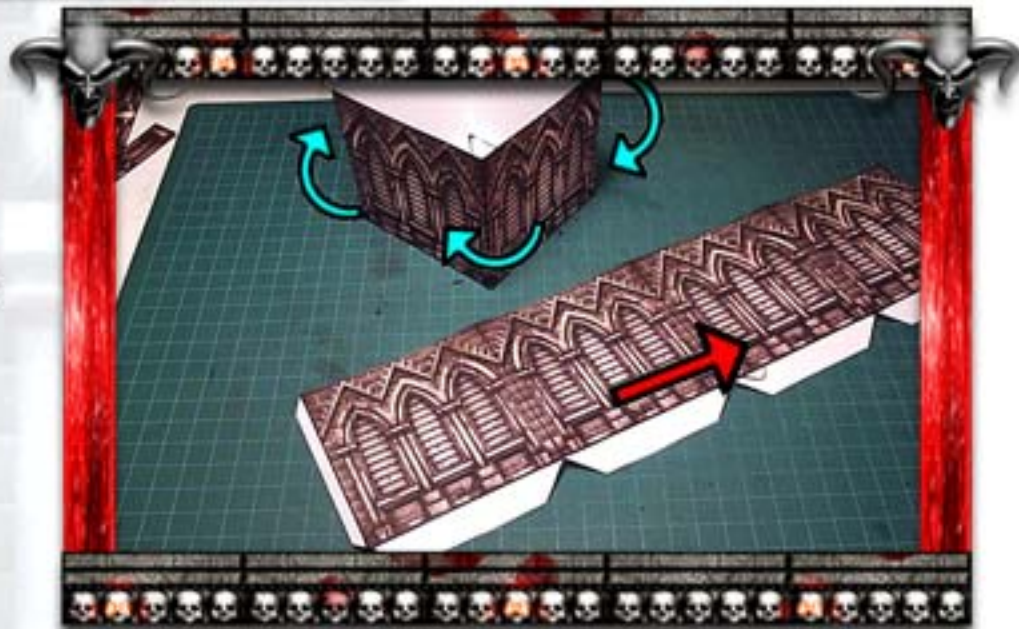
Apply glue to large triangular tabs on the sides of the roof ends and attach them to the inside of the roof sections.

Blank end pieces are included for roofs that butt up against other roofs to save ink.





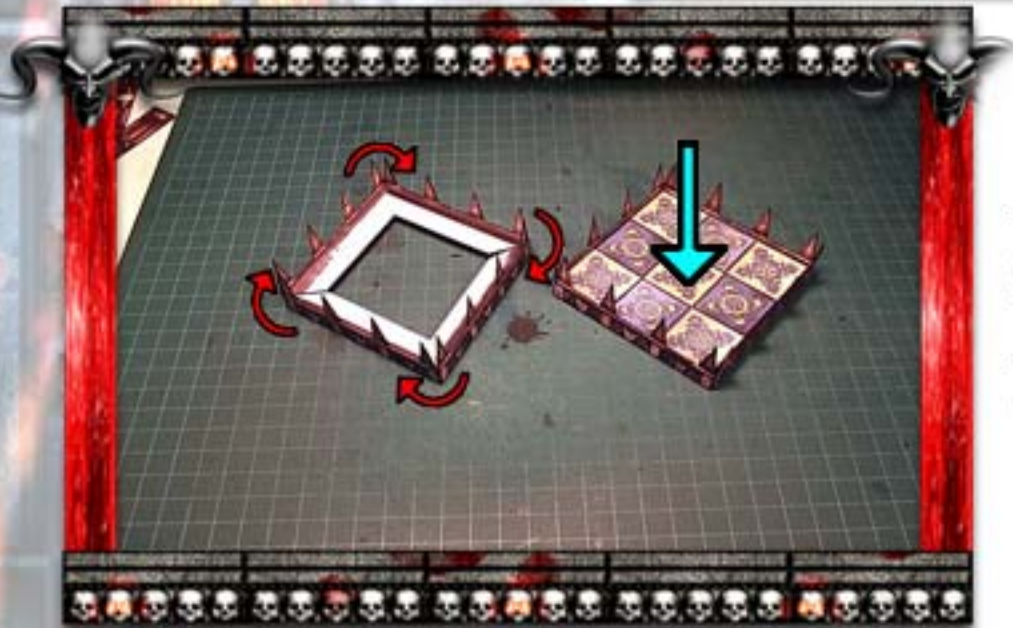
Attach the finished roof sections one at a time to the roof base.



The bellfries are simple boxes.

Attach the two halves of the bellfry together and allow it to dry.

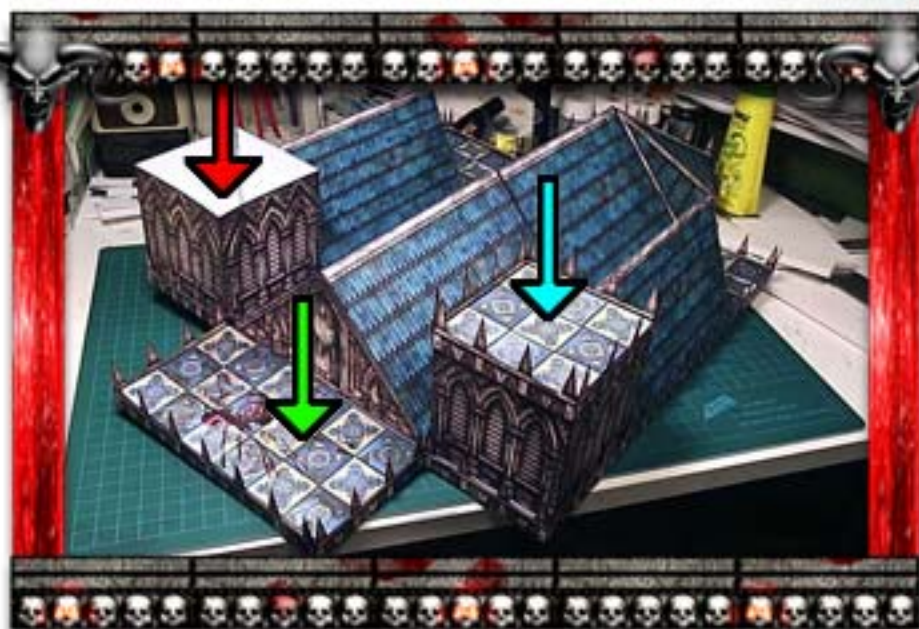
Then fold the bellfry around and close the shape.



To cap the bellfry, take four 3" roof spikes and close them into a square as shown.

When dry, take a 3"x3" section of floor and glue it onto the spikes.



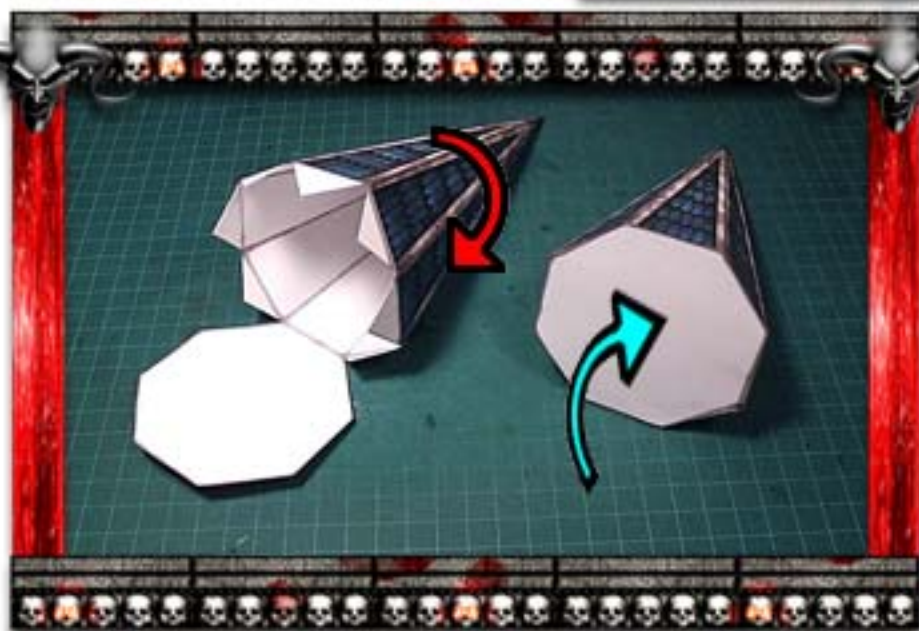
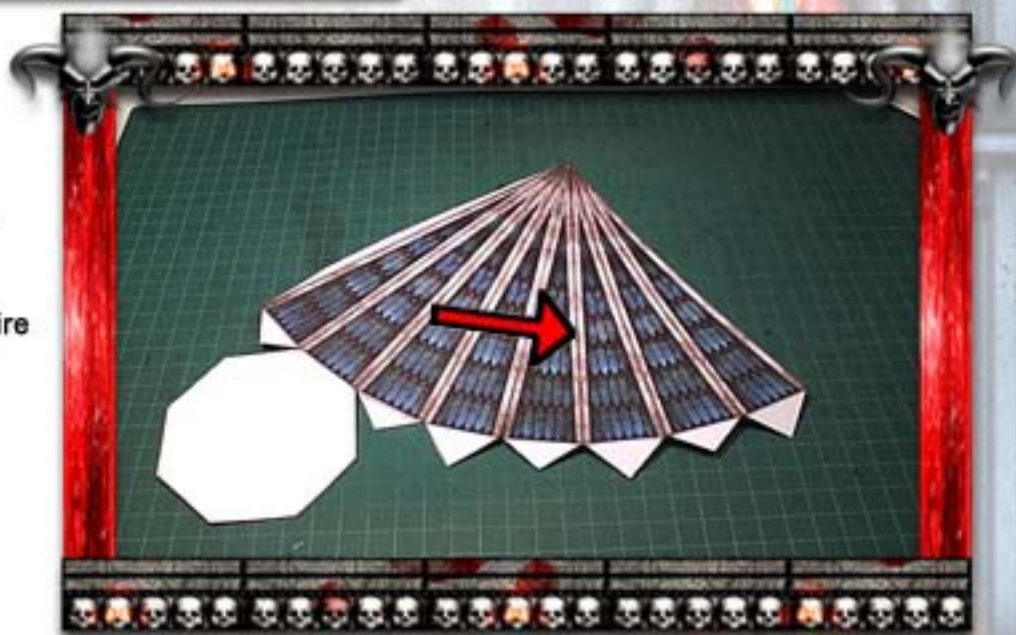


Glue the finished bellfries into place and then attach the bellfry caps as shown.

Attach any other roof/flooring elements at this time as well.

The spires are simple but tricky to make, so take your time.

First, glue the two halves of the spire together.



When dry, close the shape of the spire and then allow this to dry fully.

Finally, fold up and glue the base of the spire into place. Take your time with this as proper alignment around the spire's edges is essential.



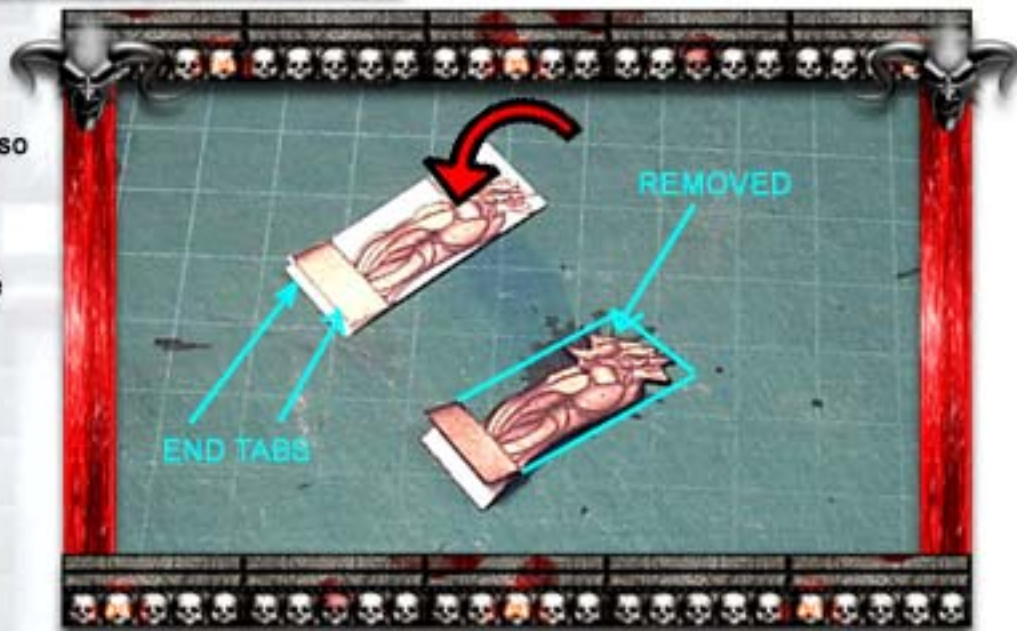


Attach the finished spires as shown.

Finally, no cathedral is complete without a smattering of gargoyles, so let's make some!

Glue and fold over the gargoyle, taking care not to glue together the end tabs.

Once dry, carefully trim away the excess cardstock and edge the gargoyle.



Apply glue to the backs of the end tabs and attach the gargoyles to your roof.

Gluing them to corners not only looks good, it also reinforces the lip of your roof.

